

JUNIOR DEPUTY

2020 LITTLE LEAGUE SUMMER SEASON RULES

LEAGUE SETUP

Definition

Little League is Junior Deputy's competitive league for players nine to thirteen-years-old. It is a draft and retention league.

Eligibility

Age is determined by player age as of September 1, 2020.

9-year-olds: Birth dates from 9/1/2010 to 8/31/2011.

10-year-olds: Birth dates from 9/1/2009 to 8/31/2010.

11-year-olds: Birth dates from 9/1/2008 to 8/31/2009.

12-year-olds: Birth dates from 9/1/2007 to 8/31/2008.

13-year-olds: Birth dates from 9/1/2006 to 8/31/2007.

No players who will be over age 13 or under age 9 as of September 1, 2020 can participate in the Little League Summer Season. Any player requesting an exception to this rule, including Rookie 8 players swinging up to Little League this summer, must be recommended and approved by the Little League Commissioner (Carter Stein) and the Junior Deputy Board of Directors President (Kori Gordon).

Registration and Fees

See www.juniordeputy.com for details.

Organizations

Little League consists of eight organizations. This summer, six organizations will field a total of twelve teams. Each organization will have a major and a minor team. Each organization will have a general manager responsible for all operations.

Schedule

Indoor practices began January 26th. Outdoor practices begin February 17th. Practices were halted due to COVID-19 on March 13th. Practices resumed on June 10th. Games will begin June 22nd. Games will end by July 31st. The regular season schedule will be 10 games for each division team. Additionally, each division team will have a tournament scheduled.

Uniforms

Junior Deputy will not provide player uniforms for the Little League. Little League organizations are responsible for providing uniforms.

ROSTER RULES

Once a player is drafted into an organization, the player remains with that organization until the player ages out of the league. The lone exception is the Little League Commissioner, upon a request from a player's parents or guardians and the approval of the player's current organization's manager, may release a player from an organization.

Organizations may not trade players.

A non-released player who leaves Junior Deputy shall return to the organization from which he was last rostered, provided the organization has an opening on its roster.

The Little League Commissioner is responsible for setting the age group targets for all organizations. In Summer 2020, there will be no age targets.

Opening day organizational rosters are due to the Little League Commissioner by June 19th. The Little League Commissioner must approve each organization's regular season roster.

Organizational rosters can be updated on July 24th, prior to the end-of-season tournaments. The Little League Commissioner must approve each organization's regular season roster.

No 12 or 13-year-olds may be rostered on a minor division team without the approval of the Little League Commissioner. Any Little League Managers seeking to roster a 12 or 13-year-old player in the minor division must make a written request to the Little League Commissioner.

No 9-year-olds may be rostered on a major division team.

The Little League Commissioner requires organizations to roster a minimum of eleven players on their minor division team and a minimum of eight players on their major division team.

The following are examples. Player A is 9-years-old and is rostered on his organization's minor division team. Player A is ineligible to play for his organization's major division team because he is 9-years-old.

Player B is 12-years-old and is rostered on his organization's major division team. Player B is ineligible to "swing down" to his organization's minor division team because he is 12-years-old.

Player C is 11-years-old and is rostered on his organization's major division team. Player C is eligible to pitch for the major division team (within pitch count limits). Player C is ineligible to "swing down" to his organization's minor division team because he is rostered to his organization's major division team.

Player D is 10-years-old and is rostered on his organization's minor division team. Player D is eligible to "swing up" to his organization's major division team. Player D can pitch on his organization's minor division team and major division team (within pitch count limits).

DRAFTS

August Draft

In the August draft, draft order for the first and second positions will be determined by a coin flip between the Giants and Indians. Draft order for positions three through eight, will be the reverse order of the Commissioner's Cup finish from the 2020 summer season.

There will be separate draft pools for non-dual participating players and dual participating players.

In the 2020 June Draft, each organization is required to draft, or accept assignment of, a to be determined number of rising nine-year-olds. Legacy players will count towards the quota.

Age specific targets and roster minimums are applicable for rising ten-year-olds, eleven-year-olds, and twelve-year-olds in the August draft subject to change based on enrollment, retention, and the pool of evaluated players.

August Draft Eligibility

To be eligible for the August draft, all players who will be Little League 9-years-olds for 2021 (birthdates from 9/1/2011 to 8/31/2012) must attend evaluations. Failure to attend evaluations means a player will not be draft eligible. Any 2020 Summer Rookie 8 player that fails to attend evaluations for the August draft will be assigned to a Little League organization.

August Supplemental Draft

The August draft shall be a supplemental draft with the intent of filling age specific roster targets prior to the fall season. Once all organizations have identified and declared their age specific needs, then the draft order will be determined by the reverse order of the Commissioner's Cup finish from the 2020 summer season. First, organizations will draft players to meet their age specific roster target by selecting from only the applicable age group. Once each organization has met the age specific roster targets, then the organizations can select from the entire player pool until all players have been drafted.

Legacy Rule

A brother or stepbrother of a "roster player," or son or stepson of the organization's manager, may join the same organization at the discretion of the organization's manager and will not cost the team a draft choice.

A "roster player" is defined as:

- A) a player who played with the Little League organization the preceding summer season for the number of games that meets the minimum eligibility requirements to be considered for Little League All Stars.
- B) a player unable to play the previous season with his drafted Little League organization due to medical reasons. A doctor's note addressed to the Little League manager is required to hold a roster spot for medical reasons.
- C) a player who is drafted in the immediately preceding Little League draft.
- D) a player who does not play with his drafted Little League organization for any reason deemed satisfactory by the League Commissioner, in consultation with the Board of Directors, to hold a roster spot.

The Little League Commissioner, in consultation with the Rookie 7-8 Commissioner, will provide a list of all projected legacy players to the organizational managers 21 days prior to the August draft. 7 days prior to the August draft, the organizational managers will notify the Little League Commissioner of their intentions for each legacy player slated for their organization. The Little League Commissioner, in consultation with the Rookie 7-8 Commissioner, will notify the parents or guardians of each legacy player regarding their status prior to the first player evaluation session.

DUAL PARTICIPATION ALLOWED

Players who have been drafted into a Little League Organization may participate (defined as practicing or playing games) in another baseball league or as a member of a non-Academy tournament team or any other team during the Junior Deputy Baseball season so long as the dual participating player informs his Little League manager of the dual participants outside team so that the manager may assess the dual participant's pitch counts.

LEAGUE VOTING

In all questions requiring organizational votes, each organization manager is entitled to cast one vote. The vote may be cast by anyone designated by the organizational manager. Tie votes will be broken by the League Commissioner, in consultation with the President of the Board of Directors.

EQUIPMENT

Metal spikes are not allowed.

Bats with barrels up to 2 $\frac{3}{4}$ inches and stamped 1.15 BPF will be allowed.

FIELD SETUP

Junior Deputy grounds crews will prepare and stripe fields with foul lines and a batter's box prior to the first game of the day.

The first base dugout will be the home team's dugout. The third base dugout will be the visiting team's dugout.

Major Division

Bases will be 70' apart.

A pitcher's rubber will be placed at 50' from the back of home plate.

Minor Division

Bases will be 65' apart.

A pitcher's rubber will be placed at 46' from the back of home plate.

Minor division games played on Loftis Field and Butler Field will utilize a pitching mat.

GAME LENGTH

The official game time, to be kept by the umpire, shall begin when the first pitch is thrown. The game clock operator should make every effort to have the game time on the scoreboard reflect the official game time maintained by the umpire.

Games shall be 90 minutes in length. No new inning shall start after time has expired. Time shall be determined when the third out is made not when players take the field for the next half inning.

If the visiting team is leading and at bat when time expires, then the visiting team's half inning will be completed, and the home team's half-inning will be played until the home team takes the lead or the visiting team records the third out.

If the home team is leading and at bat when time expires, the home plate umpire shall end the game.

A game can end in a tie.

An official game is 4 complete innings or 3 ½ innings with the home team ahead. If a game is called by the umpire prior to 4 complete innings or 3 ½ innings with the home team ahead, then the game will be considered suspended and will be continued from that point. The scorekeeper should note the elapsed time in the official scorebook.

At the completion of the game, each team is responsible for picking up its dugout and bleacher area.

Upon completion of the last game of the day, the home team is responsible for covering the pitcher's mound on the field upon which the game was played.

GAME SETUP

If the JD website shows the fields as open, then teams are expected to play. Only the League Commissioner or umpires may delay the start times due to rain or inclement weather.

Once a game begins, umpires have sole authority to suspend or postpone play due to rain or inclement weather.

Home team will provide at least three new and/or slightly used game balls per game. The balls must be Rawlings LLB, CAL or CAL1, or BRO. Practice balls will not be accepted by the home plate umpire.

A representative of the visiting team must keep the scoreboard and the official time. A representative of the home team is required to keep the scorebook to resolve questions about batting order, determining the number of outs, or number of runs scored in an inning. These

representatives are considered game officials. They must be adults, must remain neutral during the game, and must refrain from excessive cheering.

A representative of the home team will be required to score the game in GameChanger in real time.

Prior to the start of the game, the manager or acting manager of each team will enter their lineup information and completed batting order into GameChanger. The information in GameChanger shall contain each player's first name, last name, uniform number, and starting position.

On many game days, an organization will have a minor division game followed by a major division game, or vice versa. In the event an organization's early game runs long and the later game is ready to begin on another field, the umpire for the late game, after being notified by an organization's assistant manager that the organization's early game is running long, will announce and implement a five-minute grace period for the earlier game to conclude and for the manager to arrive at the later game. If the manager has not arrived at the late game by the conclusion of the five-minute grace period, the umpire will determine who will serve as the acting manager for the organization and play will begin. Starting a game without a manager because of a time overrun of an early game will not be a protestable situation.

GAME PLAY

Game play rules not addressed in this rule set will be governed by the Little League rule book, which is available through the Little League Rulebook App.

A courtesy runner may be used for the catcher when there are two outs. The courtesy runner shall be the player who has made the last batted out.

If a batter slings his bat, a warning will be given to the team at bat. After one warning, any player on the warned team that slings their bat will be called out immediately and no runners will advance. This ruling will be determined by the umpire. Player safety and proper instruction takes precedence over wins and losses.

Runners should be taught to avoid a tag. Umpires will enforce the contact rule. Contact deemed malicious by the umpire will result in an out and a player ejection. Player safety and proper instruction takes precedence over wins and losses.

Offensive interference is an act by the team at bat that interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If the umpire(s) declare the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the coaches, legally touched at the time of the interference, unless otherwise provided by these rules. In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

Any batted ball that bounces over, rolls under, or goes through the outfield fence in fair territory will be called a ground rule double.

The defense and opposing spectators are not allowed to chatter or otherwise distract the batter or base runner(s).

Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If obstruction occurs, runners will be awarded bases that in the judgment of the umpire the runners would have been reasonably expected to reach had the obstruction not occurred.

“Butcher boy” plays are not allowed. If a player squares to bunt, he must bunt the ball or take the pitch. If he pulls the bat back and swings away, the batter will be called out and all runners will return to their previous base(s). This is rule is in place for player safety.

Any pitcher receiving a second mound visit from his coach in the same inning must be removed as the pitcher.

Pitcher-catcher conferences are not mound visits. However, pitcher-catcher conferences are limited to two per inning.

Major Division

9 players can be used defensively (3 outfielders, 4 infielders, pitcher, and catcher or any combination of infielders and outfielders during a defensive shift).

Minor Division

10 players can be used defensively (4 outfielders, 4 infielders, pitcher, and catcher or any combination of infielders and outfielders during a defensive shift).

Pitching

Organizations are required to follow the below Pitch Smart pitch counts:

AGE	DAILY MAX (PITCHES IN GAME)	REQUIRED REST (PITCHES)					
		0 Days	1 Days	2 Days	3 Days	4 Days	5 Days
9-10	75	1-20	21-35	36-50	51-65	66+	N/A
11-12	85	1-20	21-35	36-50	51-65	66+	N/A

Pitch Smart rest days are calculated by days and not hours. Example: Player A pitches 40 pitches in a Saturday game at 9:00 a.m. The rules require the pitcher rest two days. Player A is not eligible to pitch on Monday at 5:45 p.m. despite the passage of 48 hours. Player A is eligible to pitch on Tuesday.

Regardless of pitch counts, no pitcher shall appear in a game as a pitcher for three consecutive days.

The number of pitches, and eligibility to pitch in the next game, will be based on the box scores maintained in GameChanger.

Pitch Smart guidelines are applicable to League, Academy, and Dual-Participating players. The Little League Commissioner will update and publish the pitching eligibility workbook by 3:00 pm on all game days. Any questions or concerns are to be discussed between Little League managers and Academy coaches. Neither Little League managers, nor Academy coaches should rely on a player or player's parent(s) to communicate pitch counts. Any violations should be reported to the Little League Commissioner, immediately.

Any team using an ineligible pitcher will forfeit the game in which the ineligible pitcher appeared in the game. The Little League Commissioner will have sole authority to resolve any player health and safety issues related to pitch counts.

Catcher

All catchers must wear catcher's equipment - mask with throat protector, chest protector, leg guards, and protective cup. An extended or dangling throat protector is a required part of the catcher's mask. Hockey-style catcher's masks with built-in extended throat protection are approved and do not require an extended or dangling throat protector.

Major Division

4 run per inning maximum.

Lead offs are allowed.

Balk rules will be enforced beginning with games the week of April 8th.

Teams will use a round robin batting order. Once a game has started the batting order may not be changed for that game.

In the event a major division team will not have enough roster players for a game, players from their minor division roster may "swing up" to make a line-up of nine or more players.

A game cannot start unless the team has nine players listed in their batting order.

In the event a team has nine players in the batting order and a player gets injured during the game, the team may continue to play with eight players without taking an out. In the event a team chooses to play with ten players and a player gets injured during the game, the team may continue to play with nine players without taking an out. However, if the player leaves the game for any reason other than injury including ejection, an “out” is declared when his turn at bat takes place. A sick player is different from an injured player.

Minor Division

4 run per inning maximum.

Lead offs are not allowed.

Balk rules will not be enforced.

Teams will use a round robin batting order. Once a game has started the batting order may not be changed for that game.

All players shall play at least half of the game defensively.

A game cannot start unless the team has nine players listed in their batting order.

In the event a minor division team will not have nine players for a game, the game will be declared a forfeit. **Players rostered on a major division team may not “swing down” to a minor division team.**

In the event a team has nine players in the batting order and a player gets injured during the game, the team may continue to play with eight players without taking an out. However, if the player leaves the game for any reason other than injury including ejection, an “out” is declared when his turn at bat takes place. A sick player is different from an injured player.

FORFEITS

The preceding rules allowing players to swing up to meet minimum game roster requirements should preclude the possibility of forfeited games. However, if a team does forfeit a game due to a lack of available players **or use of an ineligible pitcher**, the organizational general manager will be suspended (not eligible to participate in games or practices) until he files a written report with the League Commissioner explaining any mitigating circumstances causing the forfeit. The League Commissioner, in consultation with the Board of Directors, will review the written report and consider whether the mitigating circumstances warrant relief from penalty. If relief is denied, then the forfeiting team shall be penalized at the discretion of the League Commissioner, in consultation with the Board of Directors, up to and including changing draft position.

SCORES AND RECORDS

Little League will be a GameChanger league. A representative of the home team of each game will be required to score the game in GameChanger in real time.

The standings maintained in GameChanger will be the official league standings.

COMMISSIONER'S CUP

The following points will be awarded for the following orders of finish:

<u>Minor Tourney</u>	<u>Minor Season</u>	<u>Major Tourney</u>	<u>Major Season</u>
1(200)	1(400)	1(600)	1(800)
2(180)	2(360)	2(540)	2(720)
3(160)	3(320)	3(480)	3(640)
4(140)	4(280)	4(420)	4(560)
5(120)	5(240)	5(360)	5(480)
6(100)	6(200)	6(300)	6(400)

Cup trophy for organization with most points. Runner-up trophy for organization with second most points. These are traveling trophies with plaques that will be updated yearly.

Sized team trophies for champions/runner-ups of minor division tourney, minor division regular season, major division tourney, and major division regular season.

Medals for players & coaches of champions/runner-ups of minor division tourney, minor division regular season, major division tourney, and major division regular season.

The highest possible score for an organization is 2000 points.

The lowest possible score for an organization is 1000 points.

Teams which tie in the standings will share the points for the place tied and the next highest place.

August draft order will be the inverse finish of final Commissioner's Cup standings.

SPORTSMANSHIP

Junior Deputy will not tolerate unsportsmanlike conduct or abuse of coaches, parents, players, or umpires.

All coaches, players and fans must be in emotional control or risk being removed from the game at the discretion of the Umpire.

Any ejection of a coach will require the coach to report to the Board of Directors for a Code of Conduct violation.

COACHES

Four coaches are allowed per team during a game.

Prior to the game, the manager or acting manager must declare himself to the umpire and the opposing team.

Only a first base coach and a third base coach are allowed outside the dugout while their team is batting.

When their team is in the field, coaches must remain in the dugout or bullpen area. If time is granted by an umpire, a coach may enter the field of play.

UMPIRES / GAME OFFICIATING

One umpire is scheduled to work each Little League game. The umpires will conduct a 1-minute plate meeting prior to the start. The purpose of the meeting is for introductions and to provide an opportunity to ask any questions.

Umpires will make an immediate and clearly spoken and/or gestured call after each offensive or defensive play. Issues concerning judgment calls (fair/foul, safe/out, ball/strike) will not be heard.

A manager may only ask for clarification of rule interpretation. Managers must request "time" and "time" must be granted by the umpire before a manager may approach an umpire. Only the manager or acting manager may appeal a decision and ask that a correct ruling be made. The coach must be in emotional control or risk being ejected from the game. Umpire abuse will not be tolerated. All decisions by the umpire are final.

GAME PROTEST

Any protest must be registered by the manager or manager with the home plate umpire at the time of the alleged infraction. The home plate umpire will then inform the scorekeeper that the game is being played under protest and have the time and circumstances (score, base runners, count on batter, etc.) noted in the scorebook and accompanied by a \$40.00 fee. A written protest must be submitted by the organizational manager to the League Commissioner **WITHIN 24 HOURS AFTER THE COMPLETION OF THE GAME**. The fee will be returned if the protest is upheld. Any protest which results from a violation of the rules and is upheld shall result in the

forfeiture of the game(s) in question. The protest will be heard and ruled upon by at least three (3) members of the Board of Directors within 5 days of the protest being filed.

EJECTIONS

In the event a player is ejected from two games by an umpire, that player will not be eligible to play again until he meets before the League Commissioner and the Board of Directors. The player's manager, coach, and parents must accompany the player to the meeting.

In the event a coach is ejected from two games by an umpire within any season, that coach will not be eligible to participate in any game of any team in his organization until meeting before the League Commissioner and the Board of Directors. The League Commissioner, in consultation with the Board of Directors, may impose additional sanctions.

DEAD BALL FOR INJURIES

If a player is injured during play, play will continue until it can be reasonably suspended, and the injured player checked on. All baserunners will be subject to any awarded bases had the injury not occurred or will be governed by the position and play at the time it was suspended. This is an umpire's judgment call.

If the batter is injured during the course of an at bat and is unable to continue, then the player who recorded the last out shall be substituted for the injured batter. The substituted batter will resume the at bat for the injured batter. The count will not reset.

If a baserunner is injured and is unable to continue, then the player who recorded the last out shall be substituted for the injured baserunner.

JEWELRY

Players shall not wear jewelry. Medical alert and religious bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body.

POST-SEASON PLAY

Manager Selection

Only Little League managers are eligible to manage a first team Little League tournament team. In the event there are not enough interested Little League managers, then Little League coaches and assistant coaches shall be eligible.

Tournament team managers will be selected by the League Commissioner and approved by the Board of Directors. Selection criteria will include past tournament team coaching experience, league season results, and a review of on-field behavior.

Tournament Team Selection

All league players are tournament team eligible so long as they compete in at least 75% of their league team's games and declare an interest in participating on the tournament team. Nine (9) players will be elected by vote of the organizational managers. The manager for the tournament team shall select the remainder of the team; at least two (2) but no more than five (5) additional players.

The same method of selection shall apply to each team at all tournament levels.

There should be two weeks between nomination and selection of teams to give managers every opportunity to evaluate the players nominated.

The League Commissioner shall direct the tournament team selection process and meetings.

The coaching staff of a tournament team must be comprised of representatives of at least two organizations.

Tournament teams will play in Little League tournaments of their choosing and as approved by the League Commissioner in consultation with the Board of Directors.

All-Star Showcase Night Selection

At the conclusion of the summer season, Little League will host an All-Star Showcase Night to honor the best performers over the course of the season.

Twenty-four (24) players from each division will be chosen for the All-Star Showcase.

Players will be selected by their organizations for participation.

Regular season order of finish will determine how many selections each division team has as follows:

1st and 2 nd	6 players each
3 rd and 4 th	4 players each
5 th and 6 th	2 players each

In each division, teams that finish first, fourth, and fifth will compete against teams that finished second, third, and sixth.

The team that finished 1st in the division will manage and coach the team comprised of players from the first, fourth, and fifth place finishers. The team that finished 2nd in the division will manage and coach the team comprised of players from the second, third, and sixth place finishers.

If a team will have less than nine (9) players available to play, then additional selections can be made by the team manager.

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